

BASIC RESPONSES

Jump raises - minors 1g other Inverted 5 card support < 10 points
 Jump raises - majors other Bergen 4 card support < 6 points
 Jump shifts after minor opening 2 level 0-5 points +6 card major double jumps
 Jump shifts after major opening different 4 card raises Bergen style
 Responses to strong 2 suit opening 2♦ < 14 points 2NT > 14 Points
 Responses to 2NT opening 3♣ pass or correct to ♦, 3♦ bid major, 3♥

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit ✓ = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other A or Q asks for attitude K for count card
 Four or more with an honour 4th highest attitude
 3rd/5th other
 From 4 small 2nd highest other
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 other
 Signal on declarer's lead Count REO
 Discards McKenney high encourage low encourage
 odd/even other McKenney 1st discard only
 other natural
 Count natural reverse REO

CONVENTIONS

4NT: Blackwood RKCB other any Nt bid after suit agreement
 4♣ Gerber when? Direct over Nt or Nt rebid only

Other Conventions

Bergen style raises over major openings Cue raises U.C.B.
 Unusual 1 Nt Puppet Stayman Namyats
 TOM over Nt rebids priority 4 cards other major Bouke relay after 2 over 1 bid
 Lebensohl GSF, DOPI, ROPI
 2way reverse drury 2♣ 3rd raise, 3♦ 4card in competitive auctions game try x's



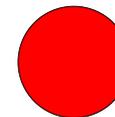
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STANDARD SYSTEM CARD

Names: Janeen Neville
 ABF Nos: QLD OPEN QLD OPEN
 Basic System: Modified Two over One
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3+♣ 11+points 1♦ 3+♦ 11+points 1♥ 5+♥ 11+points 1♠ 5+♠ 11+points
 1 NT 15-17 points flat may have 5 card minor may contain 5 card major
 2♣ Stayman: simple other pseudo if 2nt rebid after a major suit denial
 tra :rs 2♦ to ♥ 2♥ to 2♠ range probe 2NT min 3♣ max
 2 NT to ♣ may be followed by 3♦ as sign off 3 and 4 card super accepts available
 2♣ 6-10 6♦ or 6-10 4+, 4+ majors or 23-24 / 27-28
 2♦ 6-10 6 card ♥ or ♠ or 21-22 or 25-26 pts, flat
 2♥ 11-15 5♥ and 4♠
 2♠ 6-10 5-5 or better ♣ and ♦
 2 NT 6-10 5-5 or better Major/minor
 3 NT 4 level minor suit preempt 4, 5 or 6♣ correctable

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

Support x and xx Inverted minor Transfer | Jordan over 1♣ Jordan over 1♦
 Walsh Style 2 way reverse drury 3♣ acol 2♥, 3♦ acol 2♣, 3♥ 7card
 System on after x of suit contracts 3♠ any 7 card suit headed by AKQ

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls Weak Unusual NT Lower unbid
 1NT overcall (immediate) 15-18 system of (re-opening) 11-14
 Immed cue of minor ♥ & ♠ {5/5(4) or better less than opening or 16+
 Immed cue of major other major + minor {5/5(4) less than opening or
 Over oppone Weak NT x penalties: Strong NT x
 singlesuited minor: 2♣ both majors :
 2♦ singlesuited major: 2♥
 ♥ + minor: 2♠ ♠ + minor
 Over weak twos x takeout plus puppet lebensohl
 Over opening threes x takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	3(+) ♦ 6+ points	2NT 11-12 points flat no other 4 card suit
	1♥/♠	4(+) ♥ or ♠ 6+ points	3♣ 5 (+) ♣ 6-9 (10) points
	1NT	8 - 10 points no other 4 card suit	3♦ singleton ♦, 5+♣, limit or better
	2♣	5(+)+ 11+ points	3♥ singleton ♥, 5+♣, limit or better
	2♦	6(+)+ ♥ forcing either very weak or strong	3♠ any void, 5+♣, limit or better
	2♥	6(+)+ ♠ forcing either very weak or strong	3NT 13-15 points flat no other 4 card suit
	2♠	singleton ♠, 5+♣, limit or better	4♣ preempt, 4♦ RKCB, 4♥ or ♠ to play
1♦	1♥/♠	4(+) ♥ or ♠ 6+ points	3♣ singleton ♣, 5+♦, limit or better
	1NT	6 - 10 points denies 4 card major	3♦ 5 (+) ♦ 6-9 (10) points
	2♣	5(+)+ 11+ points	3♥ singleton ♥, 5+♦, limit or better
	2♦	5(+)+ 11+ points	3♠ singleton ♠, 5+♦, limit or better
	2♥	6(+)+ ♥ very weak to play	3NT 13-15 points denies 4 card major
	2♠	6(+)+ ♠ very weak to play	4♦ preemptive
	2NT	11-12 points denies 4 card major	4♣ Other 4♣ RKCB, 4♥ or ♠ to play
1♥/♠	1NT	one round force	3♣ Bergen style 4 card trump raise
	2♣	5 (+) ♣ 12 + points (GF)	3♦ Bergen style 4 card trump raise
	2♦	5 (+) ♦ 12 + points (GF)	3♥/♠ Bergen style 4 card trump raise
	2♥/♠	raise = 8-10 3 card support else Bergen	3NT Bergen style 4 card trump raise
	2NT	Bergen style 4 card trump raise	4♠/♦ Splinter
2♣	2♦	forced with <14 points	2♥/♠
	other	2Nt 14+ points relay	
2♦	2♥	correctable	3♠/♦ to play
	2♠	invitational in hearts	3♥/♠ correctable preemptive
	2NT	Inquiry	3NT to play; 4♣ transfer to suit; 4♦ bid
2♥/♠	2NT	over 2♥ shape inq to play	3NT to play
		over 2♥ to play, over 2♠ fragment ask	
2NT	3♣	pass or correct to ♦	4♣ preemptive
	3♦	bid major	4♦ preemptive
	3♥	pass or correct	4♥ to play
	3♠	forcing inquiry	4♠ to play
	3NT	to play	other 4nt Ace ask

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ singleton ♦ GF 3♦ singleton ♥ GF
3♥/3♠	3♥ singleton ♠ GF 3♠ singleton ♣ GF
4♣	Gerber
4♦	transfer to ♥
4♥	transfer to ♠
4♠	minor stayman 5(+)+ ♣, 5(+)+ ♦

Unusual NT: minors other suits lower 2 unbid suits

other if one suit bid 2Nt = lower unbid

if 2 suits bid = 1nt 5/4, x 4,4 and 2Nt 5,5 in

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities TOM 4 cards other major then 3 card support

Defence to 3NT opening x penalties 3♣ take out

Defence to opening Two's: Multi 2♦ 2♥ take out of ♥, 2♠ take out of

RCO style 2-s	3 level bid good single suiter, 2Nt 16-18 with immediate x 16+, after suit definition x take all other bids natural good suits
Other 2-s	weak two x t/o lebensohl responses, 2Nt for minors 3♣ t/o better ♥; 3♦ t/o better

Defence to strong single suited over calls at 2 level good suit; 2 Nt

2 suited over calls at 1 level 4/4 or better x = ♣

Lebensohl Over NT interference

Other uses over weak twos

Take out of 4 level pre-empts 4♣/4♦ x t/o

4♥ x t/o 4♠ x HCP 4 Nt t/o

OTHER NOTES

reverse long suit trials via 2NT after 1 of a Major

other suits

spades,

stoppers, x 16+

out,

; x 16+; 3♥,♠ single suiter natural

♠ + ♦ 5/5 or better

= ♠; 1♦ = ♦+♥, 1♥ = ♥+♠; 1♠ = ♠+♣; 1NT = ♦+♠

+ ♥

suit

2 of a major

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Jordan 3-5 Hcp 6 card

Jump shifts after major opening Splinters Mini/Maxi

Responses to strong 2 suit opening N/A

Responses to 2NT opening 3♣/3♦ to play 3♥/3♠ Forcing

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both

Sequence leads: Overlead all All except AK x (x)

Underlead other A/Q Attitude K for Count

Four or more with an honour 4th highest attitude

3rd/5th other

From 4 small 2nd highest other

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

other

Signal on declarer's lead Reverse Even Odd

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse Reverse Even Odd

CONVENTIONS

4NT: Blackwood RKCB other 30, 41

4♣ Gerber when? After 1 NT opening by partner only

Other Conventions

Unassuming Cue Bids	Namyats
Directional Asking Bids	1NT-4NT Quantitative
Western Cue Bids	Lebensohl (Direct denies)
Help Suit Trial Bids	Dopi and Ropi
Truscott Raises	



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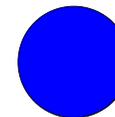
STANDARD SYSTEM CARD

Names: Bill Hunt Magnus Moren

ABF Nos: QLD OPEN QLD OPEN

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ 4 1♦ 11+ 4 1♥ 11+ 4 1♠ 11+ 4

1 NT 11 1/2 - 14 1/2 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ ♥ 2♥ ♠ 2♠ ♣

2 NT ♦ other Super Accepts

2♣ 1 Round Force Or 21-22 Hcp (Flat)

2♦ Multi Two (Weak 2 ♥/♠, ACOL Two OR 23-24 HCP (Flat))

2♥ Weak 5 ♥ and 4+ Other 6-10 Hcp

2♠ Weak 5♠ and 4+ Other 6-10 Hcp

2 NT Minors 5+/5+

3 NT Solid Minor (No Ace or King outside in first or second position)

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

We play Smith Peter versus NT contract only

Neg Dbls through to Weak 2 Jumps

COMPETITIVE BIDDING

Negative doubles through 1 ♠ Responsive doubles through 3 ♠

Jump overcalls Weak Unusual NT ♣♦ Weak

1NT overcall (immediate) 15-16 (re-opening) 10-14

Immed cue of minor Michaels Weak 6-10 Hcp Both Majors

Immed cue of major Michaels Weak 6-10 Hcp Other Major and a Minor

Over opponent's 1NT (weak) Pottage

Over opponent's 1NT (strong) Pottage

Over weak twos X = T/O, with Lebensohl Responses

Over opening threes X = Optional

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning					
1♣	1♦	6+	4+	2NT	11-12 flat
	1♥/♠	6+	4+	3♣	10-12 limit
	1NT	8-10	flat	3♦	weak pre empt
	2♣	6-10	4+	3♥	weak pre empt
	2♦	3-5	6 card suit	3♠	weak pre empt
	2♥	3-5	6 card suit	3NT	to play
	2♠	3-5	6 card suit	4 bids	to play
1♦	1♥/♠	6+	4+	3♣	splinter 10+
	1NT	6-10	flattish	3♦	10-12 limit
	2♣	11+	4+	3♥	weak pre empt
	2♦	6-10	4+	3♠	weak pre empt
	2♥	3-5	6 card suit	3NT	to play
	2♠	3-5	6 card suit	4♦	weak pre empt
	2NT	11-12	flat 3 3 3 4	4 Other	to play
1♥/♠	1NT	6-10	any shape	3♣	splinter
	2♣	11+	4+	3♦	splinter
	2♦	11+	4+	3♥/♠	limit
	2♥/♠	6-10	4+	3NT	to play
	2NT	11-12	flat	4♣/♦	void splinter
2♣	2♦	negative < 3 controls		2♥/♠	positive > 3+controls
	other	generally pre emptive, 7card suit.			
2♦	2♥	to play		3♣/♦	to play
	2♠	strong interest in heart game		3♥/♠	correctable, invitational.
	2NT	strong enquiry		3NT	to play
2♥/♠	2NT	strong enquiry		3NT	to play
	3♣/♦	correctable		4♣/♦	correctable weak
	3♥/♠	pre emptive raise		4♥/♠	to play
2NT	3♣	to play		4♣	limit raise
	3♦	to play		4♦	limit raise
	3♥	forcing		4♥	to play
	3♠	forcing		4♠	to play
	3NT	to play		other	who knows ?

CONVENTIONS

Additional responses to 1NT

3♣/3♦ strong with slam interest

3♥/3♠ strong with slam interest

4♣ gerber

4♦ pre emptive to play

4♥ to play

4♠ to play

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding

Cue Bids

Asking Bids

4th Suit Forcing

One round

Game force

NT Checkback

Priorities

Defence to 3NT opening

lower minor

Defence to opening Two's: Multi 2♦

we bid

RCO style 2-s

we bid

Other 2-s

we bid

Defence to strong ♣

pottage

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empt

4♣/4♦

x = optional / penalty

4♥ x = penalty

4♠

x = penalty

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other 11 - 12 HCP
 Jump raises - majors limit forcing other 3 - 6 & 4 CARDS SUPP
 Jump shifts after minor opening 3-6 HCP . 6 CARDS S-SOL
 Jump shifts after major opening BERGEN R.
 Responses to strong 2 suit opening 2♦ = 0-7 HCP. 3♣ = SECOND NEG. BID
 Responses to 2NT opening 3♥ = F1.

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other ACE= attitude. K= CT. Q = UB J or CT in NT
 Four or more with an honour 4th highest attitude
 3rd/5th other 10 = JOURNALIST
 From 4 small 2nd highest other 3rd in SUIT CONTRACT
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 other K,Q,J,10 = S/P
 Signal on declarer's lead CT
 Discards McKenney high encourage low encourage
 odd/even other
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 0314
 4♣ Gerber when? OVER LAST NT. 01234

Other Conventions

JACOBY 2NT , SPLINTER

DRURY (2♦ = NEG.). 3rd / 4th & O/C.

DOPI, ROPI

LEBENSÖHL

MICHAELS QUE



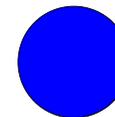
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STANDARD SYSTEM CARD

Names: DARKO JANNZEKOVIC KAMALARASA S.
 ABF Nos: QLD OPEN QLD OPEN
 Basic System: STANDARD AMERICAN
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 11 / 2 1♦ 11 / 4 1♥ 11 / 5 1♠ 11 / 5
 1 NT 15 - 17 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ to ♥ 2♥ to ♠ 2♠ to 2NT / 3♣
 2 NT to 3♦ / 3♣ other 3/♣♦♥♠ = s/v, 11+HCP & slam tray
 2♣ 23-24 HCP or FG. 3♣ = PUP. 3♦ / ♥ = TRF.
 2♦ WEAK in ♥ / ♠ or 20-22 (25-26)BAL. 3♣=PUP, 3/♦♥ = TRF, 4♣ = BARON
 2♥ WEAK 5♥ & 5 m. 2NT = F1. 3♣ = P/C. 2♠ / 3♦ = S/O. 3♠ = INV.
 2♠ WEAK 5♠ & 5 m. 2NT = F1. 3♣ = P/C. 3♦ = S/O. 3♥ = INV.
 2 NT WEAK 5♣ & 5♦. 3♥=F1. 4♥ = TO PLAY. 3♠ = INV. 4♣ / ♦ = RKCB
 3 NT SPEC. ACE ASK. 4NT = ♣ ACE. 5♣ = 2 ACE

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

4TH SUIT FORCING ROZEN KRANZ (AK)
 CHECKBACK = ONLY FORCING 3♣ = ALWAYS PUPP OVER 2 NT
 NEGATIVE FREE BID (7-10 HCP) 3♣ / ♦ = ALWAYS BERGEN R.

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 3♠
 Jump overcalls INTERM Unusual NT TWO LOWERS SUIT
 1NT overcall (immediate) 15 - 17 (re-opening) 11 - 14
 Immed cue of minor 5♥ & 5♠ . 6-12 or 17+
 Immed cue of major 5 OM & 5 m. 6-12 or 17+
 Over opponent's 1NT (weak) DBL = 14+ & HAMILTON
 Over opponent's 1NT (strong) DBL = 16+ & HAMILTON
 Over weak twos DBL = T/O. 2NT = 16-18. LEBENSÖHL
 Over opening threes DBL = T/O. 3NT = TO PLAY.

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	6 + / 4	2NT 11-12 / 4
	1♥/♠	6 + / 4	3♣ 11-12 / 5
	1NT	6 - 10	3♦ 9 - 11 / AKQxxx in ♦
	2♣	6 - 10 / 5	3♥ SPL
	2♦	3 - 6 / 6 S-SOL	3♠ SPL
	2♥	3 - 6 / 6 S-SOL	3NT 13 - 15 / 3
	2♠	3 - 6 / 6 S-SOL	4 bids 4♦ = SPL. 4♥ / ♠ = S/O.
1♦	1♥/♠	6 + / 4	3♣ 9 - 11 / AKQxxx in ♣
	1NT	6 - 10	3♦ 11 - 12 / 4
	2♣	11 + / 4	3♥ SPL
	2♦	6 - 10 / 4	3♠ SPL
	2♥	3 - 6 / 6 S-SOL	3NT 13 - 15 / 3
	2♠	3 - 6 / 6 S-SOL	4♦ RKCB (0314)
	2NT	11 - 12 / 3	4 Other 4♣ = SPL. 4♥ / ♠ = S/O
1♥/♠	1NT	6 - 10	3♣ 7 - 9 / 4
	2♣	11 + / 3	3♦ 10 - 12 / 4
	2♦	11 + / 4 w 2H	3♥/♠ 3 - 6 / 4
	2♥/♠	6 - 10 / 3	3NT 16 - 17 / 2, w/o O 4 CARDS M
	2NT	13 + / 4 & w/o S/V	4♠/♦ SPL
2♣	2♦	0 - 7 or PENDING	2♥/♠ 7 + / 5
	other	2NT=7-8 w/o 4M. 3NT=9-10w/o 4M.	
2♦	2♥	P / C	3♠/♦
	2♠	INV to 4♥	3♥/♠ PRE & P/C
	2NT	FORCING	3NT
2♥/♠	2NT	FORCING	3NT TO PLAY
	3♠/♦	3♣ = P/C. 3♦ = S/O	4♠/♦ SPL & SUPP in ♥ / ♠
	3♥/♠	PRE	4♥/♠ TO PLAY
2NT	3♣	S / O	4♠ RKCB
	3♦	S / O	4♦ RKCB
	3♥	F 1	4♥ TO PLAY
	3♠	INV to 4♠	4♠ TO PLAY
	3NT	TO PLAY	other

CONVENTIONS

Additional responses to 1NT

3♠/3♦	11+, S/V in ♣ / ♦, 5 Om & 4M
3♥/3♠	11+, S/V in ♥ / ♠, 5/4 in MINORS
4♣	GERBER, 01234
4♦	RKCB
4♥	TO PLAY
4♠	TO PLAY

Unusual NT: minors other suits lower 2 unbid suits
 other _____

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round _____ Game force

NT Checkback Priorities 3 CARDS SUPP

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ DBL= 16+, 2NT=16-18.

RCO style 2-s _____

Other 2-s _____

Defence to strong ♣ NATURAL

Lebensohl Over NT interference _____

Other uses OVER 2 / ♦♥♠ - DBL

Take out of 4 level pre-empts 4♠/4♦ DBL = T / O

4♥ DBL = T / O 4♠ DBL = PEN. 4NT = T/O

OTHER NOTES

1NT-2♦ - 2♠, 2NT, 3 / ♣♦♥ = ALL SUPP. ACCEPT. AFTER SUPP. ACC. 3NT = RKCB

1NT - 2♣ - 2♥ / ♠ - 2♠/3♥ = 4 CARDS SUPP & 4333 HAND

ALL JUMP IN OWN OR PARTNERS SUIT IS INV = NON FORCING BID

IF WE O/C NT or DBL NT ARE ALL BID NATURAL = SITEM OFF

JUMP SHIFT AFTER MINOR OPENING IS WEAK ONLY IFF OPPONENT PASS or 1

ALL PRE OPENING AND JUMP O/C IS 123 RULE & max 1 ACE